dASAROBOT

Intelligent Pet Robot

Genibo-QD

Control Manager User Manual

genibo
Intelligent Pet Robot

• We strongly recommend users to read "Important Safety Instructions" before use.
• Product Warranty is enclosed in this manual.

Intellignet Pet Robot

Genibo-QD
Control Manager User Manual

genib⊙

Model: Genibo-QD
For information about our product, call us at +82-32-329-5551 (ext. 112).
(Weekdays: 10:00~17:00)

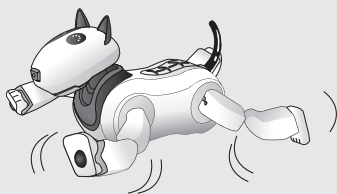# Contents

What is the Genibo Control Manager?

The Genibo Control Manager is a program designed for the user to control all the Genibo's functions once the Genibo is connected wireless on PC.

The Control Manager allows the user to create motions and sounds, add them to the Genibo's action list, and custom-make it as the user desires.

Offers a completely new type of entertainment through listening to the latest songs, dancing, remote control, taking pictures, and real-time view of videos.

Provides enhanced user convenience through morning call service and voice recording.

♥ To control the Genibo using the Control Manager, the Control Manager Program offered at time of purchase must be installed on PC first.
Once the Genibo and PC are all connected to wireless router, the Control Manager will be ready for use.

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http://www.genibo.com

Package Components

※ Product specifications and components are subject to change without notice to improve system performance.

Wireless router Body Set

Wireless router Adapter

Wireless router / PC UTP Cable

Wireless router Install Guide
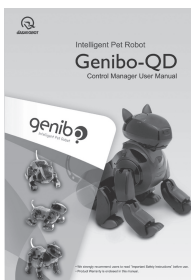
Control Manager User Manual
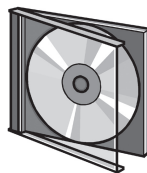
Control Manager Install Program CD

System Requirements

● Hardware Requirements for the Control Manager

- Operating system: Windows 2000 or higher
- Video card with resolution of 1024X768 or higher. (DirectX 9.0 or higher can be installed/ 3D can be supported)
- Pentium or higher
- Memory requirements: 512 M bytes or higher
- Spare space of Free space of hard disk: 50M bytes or more

● Preparing Wireless router

- To connect the Control Manager to the Genibo, wireless router setup must be complete.
- Wireless router, offered in conjunction with the Control Manager, is available as completely set up and can be used immediately.
- If you must replace wireless router or if your wireless router has been initialized, see "5. Wireless LAN Settings" and the wireless router Setup Guide enclosed in the router.

Wireless LAN Settings

⬤ Setting Up Wireless LAN in the Genibo

- The Genibo does not come with wireless LAN installed in the body.

- To use the Control Manager, set up wireless LAN enclosed in this Control Manager package as the picture below shows.

  [Tip] Two cross-head screws are underneath the 'Power Switch' and the 'Main Power Switch', respectively.

  [Tip] Open the rear case to mount wireless LAN on the buttocks.

Wireless LAN Settings

Connecting to the Genibo (Wired Connection)

- First, connect the wireless router offered with the product to wired PC.

- For user's PC network setup, set to to Obtain an IP Address Automatically.

- The wireless router and the Genibo will exchange signals by wireless.

- The wireless router is set as being able to communicate with the Genibo.

Connecting to the Genibo (Wireless Connection)

• To connect to a laptop or connect to a wireless network, the user must supply power to the provided wireless router, and browse a wireless network on PC.

• Of all the wireless networks found on PC, choose dasa_genibo, and enter a WEP key.

• The default WEP key is 1234567890.

• Once the key is entered, connection between PC and wireless router is complete.

Item	Setting
Wireless router SSID	dasa_genibo
WEP Key	1234567890

Wireless LAN Settings

Overview of Wireless Router Ports, Buttons, and Power Supply

External Antenna : Detachable external antenna

Power Connection : 5V 1.2A Power Adapter

Factory Initialization (Initialization) : Keep the power pressed for 10 seconds to start factory initialization.

LAN Ports (Port 1~4) : PC or network equipment for wired connection

Internet : Port for internet cable connection of modem LAN port/ wall port
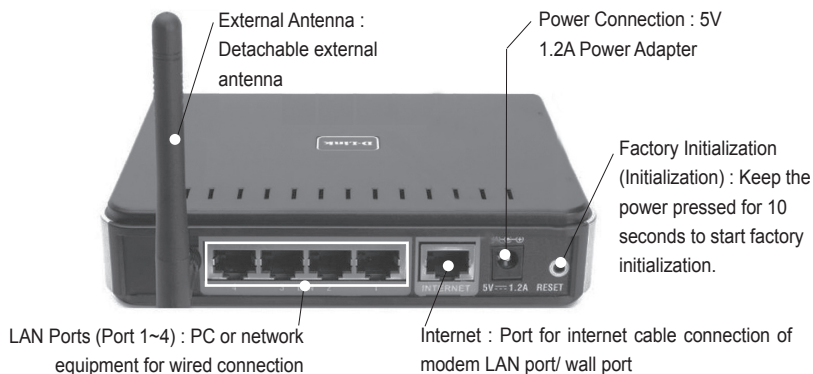
Overview of LEDs Indicating the Status of Wireless Router

Power LED : Check the power status (if power connected, ON)

Status LED : Check the status (blink in normal operation)

LAN LEDs (1~4) :Check the status of connected ports. (The LED of a port blinks if the port is ON and connected)

Internet LED : Check the connection status (blink in normal operation)

Wireless Status LED : Check whether wireless is working properly (ON in normal operation)

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Installing the Control Manager Program

Installing program

- Insert the Control Manager CD into your PC.
- Once the Auto Install Program starts running, installation will automatically begin.
- If manually installed, run the Control Manager Install Program.
- Once the program starts running, proceed as follows.
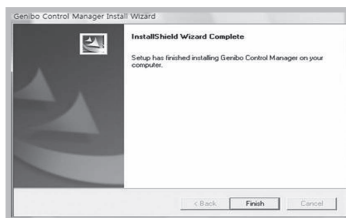
Reinstalling or Upgrading Program

- When the Control Manager program gives you an error by unknown reason, you can easily reinstall the program referring to the following images.

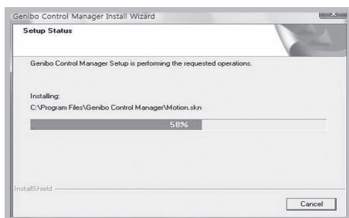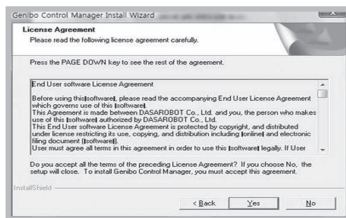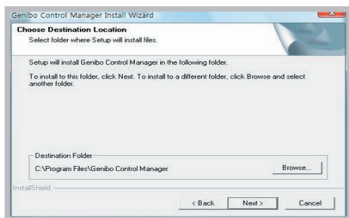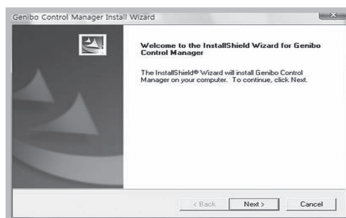- If you want to install the newest Control Manager program, visit our webpage (http://www. genibo.com), download the newest one, and install it referring to the following images.

Confirm Uninstall

Do you want to completely remove the selected application and all of its components?

확인   취소

InstallShield Wizard

Setup Status

Genibo Control Manager Setup is performing the requested operations.

0%

InstallShield

Cancel

InstallShield Wizard

Maintenance Complete

InstallShield Wizard has finished performing maintenance operations on Genibo Control Manager.

< Back   Finish   Cancel

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Main Menu

● Active Menus Before Connecting to the Genibo

Before connecting to the Genibo, although the user can edit emoticons or edit actions, there are a few restrictions, making work more difficult.

1 Connecting to the Genibo

2 Going to the main menu

3 Switching to a scheduler

4 Going to an action editor

5 Activating an emoticon editor

6 Help

7 Minimizing or closing the Control Manager

Active Menus After Connecting to the Genibo

1. Going to the main menu
2. Switching to a scheduler
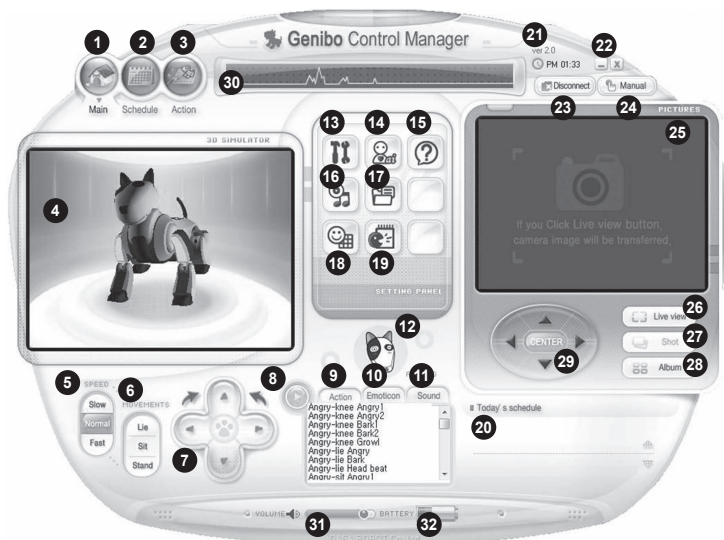3. Going to an action editor
4. 3D simulator; real-time motion viewer
5. Selecting the speed of 3 basic actions
6. Doing 3 basic actions
7. Moving in 3 basic poses(forward/backward/ left/right/clockwise/counterclockwise)
8. Play button for the right three categories (action,emoticon,effect)
9. List of actions
10. List of Emoticons
11. List of effect sounds
12. The Genibo mood/emotion indicator
13. Default settings(for the Genibo)
14. AI Index editor
15. Help

16. Saving/Managing MP3 files
17. Contents manager
18. Emoticon editor
19. Recording/managing Voice memos
20. Displaying the today's nearest schedule
21. The Genibo's current time
22. Minimizing/closing button
23. Connecting to/disconnecting from the Genibo
24. Switching to Autonomous/Manual Mode
25. Live view display
26. Sending/Cutting live view
27. Taking pictures
28. Viewing Album
29. Head direction controller
30. Displaying the status of wireless connection
31. Controlling the Genibo's volume
32. Displaying the battery remains

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1   **Connecting the Genibo to the wireless router**

• Connect when connection settings of the wireless router, PC, and the Genibo are complete, and when the Genibo is powered on and working properly.

• Attempt wireless LAN connection by operating the Genibo in auto mode with the controller.

• The Genibo will speak directions for connection process and as to whether connection has been made properly.

• Once connected properly, run the Control Manager Program on PC.

7 + OK Button

2 **Click the Connect button on main screen, and enter your ID and password.**

- The default ID is "genibo" and password "1234".

- After connection, on the Basic Settings window, you can change ID and password.

  [Note 1]   The Genibo can monitor the state of affairs in a remote place by wireless.

  [Note 2]   For security purposes, it is strongly advised to change to new ID and password.

  [Note 3]   You can have an ID up to 20 characters long, including English alphabets/
             numbers, and a password from 6 up to 20 characters, including alphabets/
             numbers.

- In the event connection is not made properly, check the wireless connection status of the
  wireless router and of the Genibo and try again.

Properly Connected

Connection Error

- If connection keeps failing although the Genibo is connected to a wireless LAN, see "Wireless
  LAN Settings" in this manual, and check if the connection settings are proper.

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3 **Once the Control Manager is connected to the Genibo, the main screen will activate and display the related buttons and lists.**

ⓐ The 'Connect' button can double as the 'Disconnect' button.

ⓑ The button to switch modes.
- The mode is divided into Auto Mode and Manual Mode.
- Once the Control Manager is connected, the default mode is Manual Mode. Click the button to switch modes.
- In Manual Mode, all motions are made as the Control Manager commands.
- Auto mode means that the Genibo is in Autonomous mode.
  However, the Genibo will respond to and follow an order via the Control Manager.
  [Note]   Edit Action and Edit Emoticon must be done in Manual Mode.
        All menus on main screen are running normally unless there is an error in the network with the Genibo.
        In the event of any communication problem, the user cannot use menus on main screen.

ⓒ Displays the time currently set in the robot. Used as the default time for activating alarm. Can be changed on the Settings window.

ⓓ The buttons to minimize and close window respectively. The former hides the Control Manager at the bottom of the windows; the latter closes the program.

ⓔ This Display Window displays the communication (connection) status of the Control Manager and the Genibo.

Instructions for Use

Instructions for User Modes

1 **Manual Mode**

- In this mode, the robot will move according to commands by the Control Manager.
- Once the Control Manager is connected to the robot, the default mode is Manual Mode.
- As the picture below shows, the button to switch modes is displayed as 'Auto Mode'. Click this button to switch to Auto Mode.
- Will not respond to all remote buttons, touches, or sensors.
- User can control the robot as they please, using Create/Edit Action or Emoticon, or basic commands.
- However, when given a command to walk, the robot will stop at an obstacle or a cliff.
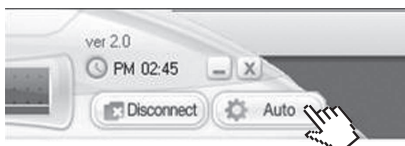
The status of Mode button in Manual Mode

2 **Auto Mode**

- Click the Mode button to switch from Manual to Auto Mode. The Mode button is displayed as below.
- In this mode, the Genibo will automatically decide all motions and respond to them, and will respond to sensors or voice/image recognition as usual.
- However, the robot will not respond to remote input. Will not switch to Sleep Mode even if there is no interaction with the user for some time.
- The robot will respond to commands by the Control Manager even in Auto Mode.

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Instructions for Use

● Controlling Basic Actions

Basic actions consist of movements and functions which is necessary for you to control the Genibo. Using these basic actions, you can make the Genibo to go another place, to send you live views of what it sees, to do something for you, and to give you various experiences.

[Note] This function works only when the Genibo is connected to the Control Manager. Before use, check the connection.
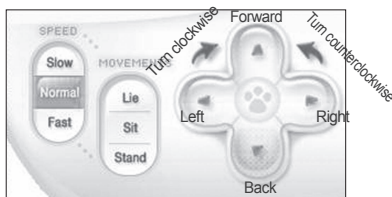
① Selecting the speed of 3 basic actions

- **Slow** : Set the 3 basic motion speed to 'Slow'.
- **Average** : Set the 3 basic motion speed to 'Average'.
- **Fast** : Set the 3 basic motion speed to 'Fast'.

② Doing 3 basic actions

- **Lie down** : The Genibo will lie down at the selected speed.
- **Sit down** : The Genibo will sit down at the selected speed.
- **Stand up** : The Genibo will stand up at the selected speed.

③ Moving in 3 basic poses

- **Forward** : Press the forward ▲ button while the robot is standing. It will walk forward about 30cm. While sitting or lying down, it will crawl forward about 30cm.
- **Backward** : Press the backward ▼ button while the robot is standing. It will walk backward about 5cm. While sitting or lying down, it will crawl backward about 30cm.
- **Left/Right** : Press the left/right ◄/► button while the robot is stopped. It will turn to the direction while sitting/standing.
- **Clockwise/Counterclockwise** : Press the ◄/► button while the robot is walking forward. It will not stop and turn but turn clockwise or counterclockwise while going on.
- **Start by turning** : Press the turn left/right button during stop or during walk forward. The robot will turn accordingly.

◯ 3D Simulator

Shows the Genibo's motions in real time.

• Place the mouse pointer on the robot on the Simulator window. Move the right mouse button while clicked to change view angles.

• Displays the Genibo's poses while connected.

[Note] Expressed motions may differ from actual motions or may seem awkward.

◯ Executing the Basic Actions of the Genibo

Select lists of motions built in the Genibo and run motions.
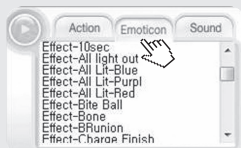
1

• **Action**

- Displays a list of actions registered in the Genibo.
- Choose one from the list. Click the (◉) button to run the selected motion.
- There are about 390 actions available.
- The list of actions is named after action type, default pose, or detailed action.

● **Executing the Basic Actions of the Genibo**

2

| Action | Emoticon | Sound |

Effect-10sec
Effect-All light out
Effect-All Lit-Blue
Effect-All Lit-Purpl
Effect-All Lit-Red
Effect-Bite Ball
Effect-Bone
Effect-BRunion
Effect-Charge Finish

• **Emoticon**
  - Displays a list of emoticons displayed in the Genibo's eyes.
  - Choose one from the list. Click the (⊚) button to display the selected emoticon in the eyes.
  - There are about 70 emoticons available.
  - Emoticon names consist of the emoticon type and details.

3

| Action | Emoticon | Sound |

Bark-1-Dog bark
Bark-1-Dog groan
Bark-1-Dog growl
Bark-1-Dog hit
Bark-1-Dog joy1
Bark-1-Dog joy2
Bark-1-Dog scare
Bark-1-Dog training
Bark-1-Punny bark

• **Sound**
  - Displays a list of sounds that can be played in the Genibo.
  - Choose one from the list. Click the (⊚) button to play the selected sound.
  - There are about 100 sounds available.
  - Sound names consist of the sound type and details.

[Note] The function above works only when the Genibo is connected to the Control Manager. Before use, check the connection.

** For action, emoticon, and sound lists, see the Appendix to this manual.

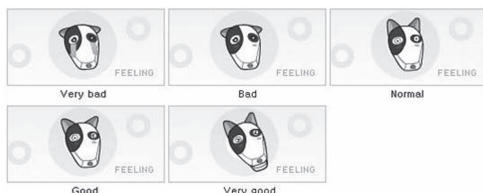### Displaying the Mood/Emotion of the Genibo

In Auto Mode, it displays the Genibo's current feeling.

• While the Genibo is connected to the Control Manager, in Auto Mode, its current mood and emotion are displayed in a number of forms.

• Normally, it displays mood. Then it will make an expression if any emotion occurs.

  Once it disappears, displays mood again.

• Mood is divided into 5 stages, from very bad to very good.

• Emotion occurs when the user pats or hits the robot.
  It varies from 'Happy>Pleasant>Bored>Sleepy" at the good touch.
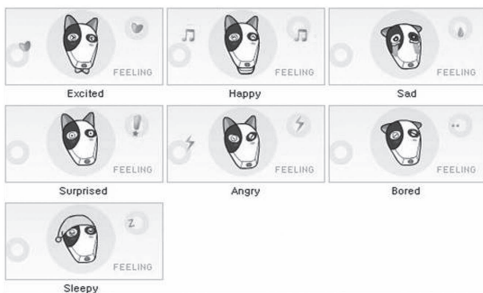 At the bad touch, from 'Surprised> Angry> Sad."

[Note] No emotion is displayed in Manual Mode.
       This function works only when the Genibo is connected to the Control Manager.
   Before use, check the connection.

Mood Display in Auto Mode

| Very bad | Bad | Normal |
| Good | Very good |

Express Related Emotion When Responding to the Emotion

| Excited | Happy | Sad |
| Surprised | Angry | Bored |
| Sleepy |

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Instructions for Use

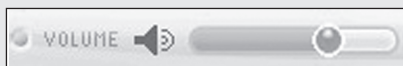### ◉ Viewing Today's Schedule

• Displays today's schedule that been set on the Schedule Management Add/Change menu.

Today's schedule
PM 04:00   movie...
Angry-sit Bark4
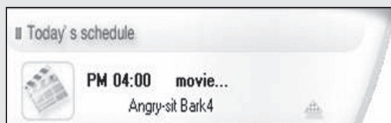
◉ Volume Control

• Controls the speaker volume of the Genibo.

VOLUME

◉ Battery remains and Charging Status Display

• Displays the current battery status and the charging adapter connection status.

BATTERY	Charging
BATTERY	100%

Taking Pictures

Take pictures using the camera installed on the Genibo's nose.

1

Live View

• Press the Real Time View button to send the video the Genibo is playing.

• While sending a real-time image, the button changes to Stop Sending.

2

Shot

• Take a picture of the video the Genibo is playing with the default resolution (320x240)

3

Direction Keys: Up/Down/Left/Right (▲/▼/◀ / ▶)

• Move the Genibo's head up, down, left, and right.

4

Center Direction Key

• Adjust the position of the Genibo camera to the default center.

[Note] This function works only when the Genibo is connected to the Control Manager..

Before use, check the connection.

Be advised of legitimate use of Real Time View and Take Pictures functions.

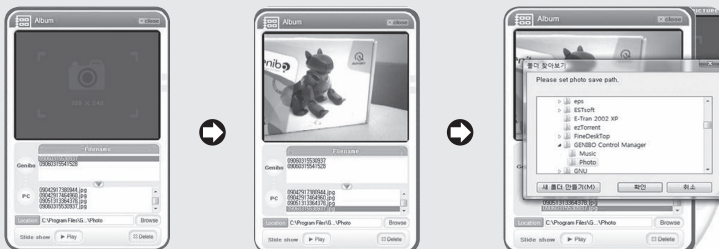The user will be held responsible in the event any civil/criminal case arises.

Instructions for Use

View Album

Save pictures that the Genibo took to your album folder on PC and browse them.

1 **View Album**

- Download to PC and watch videos shot in the Genibo.

- Once run, a list of images taken through the Genibo is sent.
  Click the download button ( ) to download it to PC.

2 **Save Location Setting**

- The default location is C:\Program Files\GENIBO Control Manager\Photo.

- Click the Browse button (Browse) and set a path to download videos shot through the
  Genibo to PC.

3 **View Slide**

- Images saved to PC will be shown one by one at intervals.

4 **Delete**

- Delete the selected list in the Genibo or on PC.

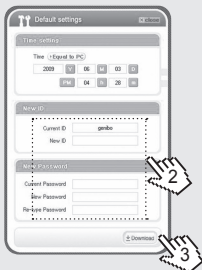[Note] This function works only when the Genibo is connected to the Control Manager.

Before use, check the connection

Basic Settings

Set the Genibo's time and change your ID/password.

1 **Equal to PC**

• Make the Genibo's clock agree with the current time on user's PC.

2 **Robot Time Setting**

• Click each button to set a date and time.

3 **Change ID**

• Change the ID displayed when the user logs in.

4 **Change Password**

• Change the password entered when the user logs in.

5 **Save to Robot**

• Save the current settings to the Genibo.

[Note] This function works only when the Genibo is connected to the Control Manager. Before use, check the connection.

Instructions for Use

AI Index

Set the Genibo's Artificial Intelligence (AI) Index.

1 **Mood**

The Genibo's mood gets better through frequent patting or various interactions with Master.

It will respond differently according to its mood.

2 **Intelligence**

Intelligence gradually increases as the robot is frequently patted or exercises a lot.

The higher its intelligence, the smarter it will act.

3 **Character**

the Genibo becomes tamed if taken care of well. It will become violent if starved too long or hit too often.

Tamed the Genibo shows more positive reactions; violent, more negative reactions.

4 **Intimacy**

The more interaction, the higher intimacy.

The higher intimacy, the cuter and happier the Genibo gets.

5 **Hunger**

The lower the battery, the higher the hunger index. As the hunger index increases, the robot dozes off or groans sitting. It may become violent.

6 **Exercise**

As the Genibo exercises, this index goes up. If the robot does not exercise for some time, it goes back down.

Once the exercise index increases, the robot's mood and intelligence increase too.
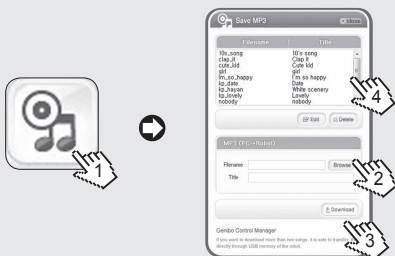
[Note] This function works only when the Genibo is connected to the Control Manager. Before use, check the connection.

● Save MP3

Save mp3 files of music or fairytales to the Genibo.

1 **Save to the Genibo**

Press the Browse button (Browse), choose an mp3 file.

Write a title, and click the Save to Robot button (로봇저장) to send the mp3 file to the Genibo.

2 **Modify**

Modify the title of an mp3 file saved to the Genibo.

3 **Delete**

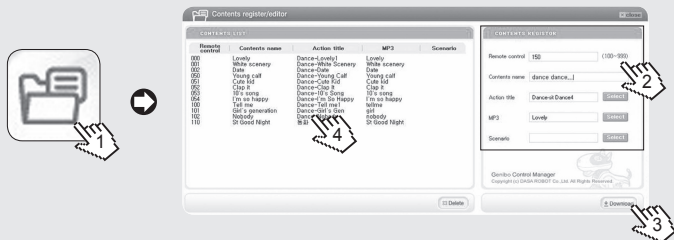Delete an mp3 file from the Genibo.

[Note] This function works only when the Genibo is connected to the Control Manager.
Before use, check the connection..

[Note] The file to save must end in an extension mp3.
The file works properly only when its extension is named mp3.

Add and Edit Contents

Add new contents of the Genibo or edit existing contents. Content codes can be added from 200 through 999. Contents can be run using the remote.

❶ **Remote Control** : Enter the number of contents on the controller to run the contents.
(Must be entered)
❷ **Content Name** : Name the contents and enter.
❸ **Action Name** : Select an action to run along with the contents.
❹ **MP3** : Select a music file (mp3) to run along with the contents.
❺ **Scenario** : Add the selected scenario along with already defined actions in the Genibo
(e.g., surprise, happy, anger, etc.) (Optional)
The registered contents will be expressed during normal motion.
If the user enters a new action, they can view their own the Genibo contents in
Auto Mode.
❻ **Save to Robot** : Save the controller, content name, action name, mp3, and scenario data
to the robot.

[Note] This function works only when the Genibo is connected to the Control Manager.
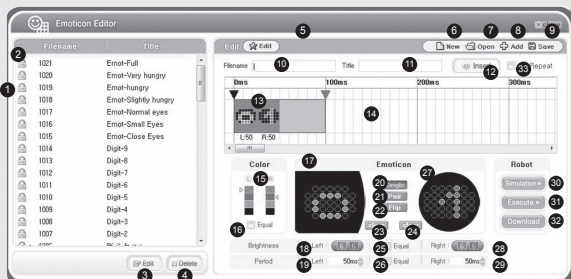Before use, check the connection..
To add contents, the action and mp3 file to use must have been registered in the robot.
The added contents will be run and checked using the controller in auto mode after
connection to the Control Manager is canceled.

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Edit Emoticon

1. Master Emoticon Display
2. Repeated Emoticon Loop Display
3. Modify
4. Delete
5. Edit Tools
6. New
7. Open
8. Add
9. Save
10. Emoticon File Name
11. Emoticon Title
12. Insert Emoticon
13. Effect Time
14. Delay Time
15. Choose Color
16. Left/Right Same Choose Color Checkbox
17. Left Edit Emoticon Window
18. Left Brightness Setting
19. Left Play Time Setting
20. Single Edit
21. Pair Edit
22. Flip Edit
23. Left Data Clear
24. Right Data Clear
25. Left/Right Same Brightness Checkbox
26. Left/Right Same Effect Time Checkbox
27. Right Edit Emoticon Window
28. Right Brightness Setting
29. Right Play Time Setting
30. Simulation
31. Run on Robot
32. Save to Robot
33. Repeat

● **Manage emoticons registered in the Genibo and add a new emoticon.**

❶ Master Emoticon Display

Locked emotion cannot be deleted or modified.

❷ Repeat Emoticon Loop Display

When creating an emoticon frame, check Repeat to repeatedly play an emoticon.

❸ Modify

All emoticons, excluding locked emoticons, can be modified.

❹ Delete

Delete the selected emoticon from the robot.

❺ Edit Tools

Allows the editing of the selected emoticon. Keyboard shortcut keys can be used.

• Delete (Del)

• Cut   (Ctrl + X)

• Copy (Ctrl + C)

• Paste (Ctrl + V)

• Undo (Ctrl + Z)

❻ New

Start making new emoticon data.

❼ Open

Bring out an emoticon saved to PC.

❽ Add

Open and paste emoticon data saved to PC to the end of the frame being edited.

❾ Save

Save to PC data being worked on the Edit Emoticon window.

❿ Emoticon File Name

The window to enter the name of an emoticon file to be used when saving to the Genibo or PC.

⓫ Emoticon Title

The window to enter an emoticon title.

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⑫ Insert Emoticon
Insert new emoticon data to a certain position of the frame being edited.

⑬ Effect Time
Time required for previous data and brightness data to change to the current data and brightness on the Edit Window.

⑭ Delay Time
Time required for resting until the next emoticon data is displayed.

⑮ Choose Color
Choose a color to use when editing an emoticon.
Each time data on the Edit Emoticon window is clicked, color changes to blue, red, and purple.

⑯ Left/Right Same Choose Color Checkboxes
Click on the checkbox to apply left color to the right.

⑰ Left Edit Emoticon Window
The window to edit an emoticon to be displayed on the left when looking in the Genibo's eyes.

⑱ Left Brightness Setting
Set brightness for the left emoticon.
Decide brightness of purple, of red, and of blue.

⑲ Left Play Time Setting
Time required for previous data and brightness settings to change to the current data and brightness on the current Edit window.

⑳ Single Edit
Edit data of left and right emoticons.

㉑ Pair Edit
Apply data of the left emoticon to the right one.

㉒ Flip Edit
Apply data of the left emoticon to the right symmetrically.

㉓ Left Data Clear
Delete left emoticon data.

㉔ Right Data Clear

Delete right emoticon data.

㉕ Left/Right Same Brightness Checkbox

Apply the brightness of left emoticon to the right.

㉖ Left/Right Same Effect Time Checkbox.

Apply the effect time of left emoticon to the right.

㉗ Edit Right Emoticon Window

Edit the emoticon to be displayed on the right eye of the Genibo.

㉘ Right Brightness Setting

Set brightness for the right emoticon.
Decide brightness of purple, of red, and of blue.

㉙ Right Play Time Setting

Time required for previous data and brightness settings to change to the current data and brightness on the current Edit window.

㉚ Simulation

Check the created emoticon on the upper simulation window.

㉛ Run on Robot

Check the emoticon through the robot's eyes.

㉜ Save to Robot

Save the emoticon in the file name and title to the robot.

㉝ Repeat

Click on checkbox to repeatedly run the data frame
Unless checked, the data frame will play only once.

[Note] Except for edit and simulation, other functions will work only when the Genibo is connected to the Control Manager.
Before use, check the connection.
Locked emoticons cannot be modified.

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● **Voice Memo**

Record voice memo in the Genibo, play the recorded voice memo, or modify the title of the memo.

1 **Record**

• Click the Record button. Once a signal is heard, record a voice using the microphone.

• Recording will proceed for 10 seconds.

• Up to 10 voice memos can be saved. If the message "Voice memo list is full. No more memo can be input" is displayed, delete a saved voice memo, then proceed.

2 **Play**

Play the selected recorded voice on the Genibo.

3 **Modify**

Enter or modify a memo title.

4 **Delete**

Delete the selected recorded voice on the list from the Genibo.

5 **Save to Robot**

Save a voice memo in the selected title on the list to the Genibo.

[Note] This function works only when the Genibo is connected to the Control Manager.

Before use, check the connection.

The Genibo's microphone is located on the Genibo's shoulder.

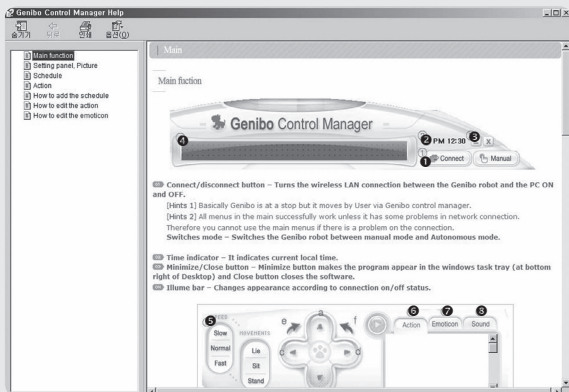The more distant recording, the smaller recording volume.

※ It may take a long time saving a voice memo.

● **Help**

Activate the Help window of the Genibo Control Manager.
For details, see the Help screen.

❶ Main Functions

❷ Setting Panel, Picture

❸ Schedule

❹ Action

❺ How to add the schedule

❻ How to edit the action

❼ How to edit the emoticon

○ Schedule Management

The user can add and modify a schedule on the Genibo. Assign an action, music, sound, or voice memo so that the Genibo can perform the scheduled event.

1 **Add Schedule** : Add a new schedule on the selected date.

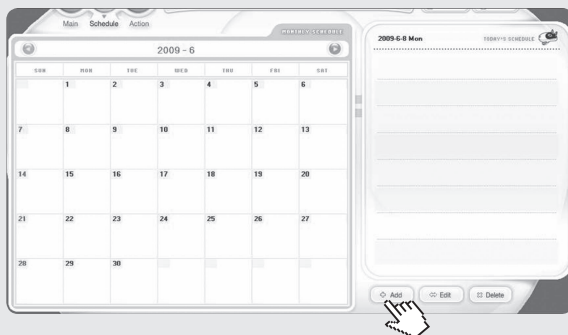**2** **Modify** : Modify the already added schedule.

3 **Delete** : Delete the selected schedule from the Genibo.

[Note] Add/Modify Schedule works only when the Genibo is connected to the Control Manager. Before use, check the connection.

The set schedule will run only when the Genibo is in normal operation or when asleep while the charging adapter is connected.

If asleep while the charging adapter is connected, it is so because the adapter has been connected before the robot turned off.

Even when all joint powers and emoticon LEDs are off, the Tail LED will work as usual.

● **Schedule Management - Add Schedule**

Schedule add/edit × Close

Schedule manager

Type Time to wake up ❶
Title
Date 2009.08.05 13:00 Select ❷

Robot activity

Action	Dance-Tell me2
	Dance-White Scenery
Music	Dance-Young Calf
	Emot-knee Bark
Sound	Emot-knee Blind
	Emot-knee Curl up
	Emot-knee Eat food
	Emot-knee Hit floor1	❸

Repeat No repea ▼ Every minute ▼ ❹
Setting
A day Mon Tue Wed Thu Fri Sat Sun
Daily Mon-Fri Anniversary ❺
End Select

↓ Download ❻

❶ Select a schedule category.
   Wakeup time, movie, reading, sleep, money, travel,
   car, appointment, etc.

❷ Enter a date and time.

❸ Set a list of actions, songs, and sounds to run at
   alarm time

❹ Set repeat alarm.

❺ Set whether to repeat alarm regularly and a
   complete schedule.

❻ Save the settings.

2009-8-5 Wed   TODAY'S SCHEDULE

오후 04:00 movie...
Angry-sit Bark4 ❶

◇ Add   ◇ Edit   ⊠ Delete ❷

❶ Display the currently set schedule.

❷ Modify or delete if necessary.

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Instructions for Use

⬤ View Menus Related to Action Editing

User can create, modify, or change the Genibo's actions. For example, dance motions can be made according to music. Or various emotional motions that are provided as default can be edited.
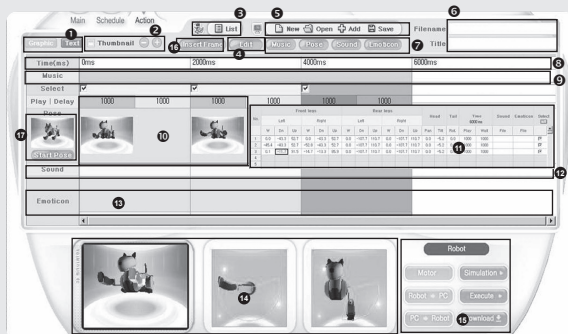
[Note] Action Editing can run while the Genibo is not connected to the Control Manager.
While disconnected, any task related to the robot cannot be done.
If possible, stay connected to the robot.
Work may be difficult if the battery gets discharged during editing.
If possible, keep the charger adapter connected.

❶ Switch to Motion Edit Mode button. (Graphic, Text)

❷ Enlarge/Reduce of Motion Frame View

❸ See List of Actions in Robot
(Only while connected)

❹ Edit Buttons, i.e., Delete/Cut/Copy/Add

❺ New/Open/Save: File Menu
Add: Add to the Edit Action Frame Saved to PC.

❻ Window to Enter File Name and Title of Action Being Edited

❼ Select Components Needed for Action Editing
(Music, Pose, Sound, Emoticon) and Add

❽ Time Required

❾ Selected Music Display Window

❿ Edit Graphic Frame-Based Motion Window

⓫ Edit Text-Based Motion Window

⓬ Sound Display Window

⓭ Emoticon Display Window

⓮ 3D Simulator and Edit Graphic-Based Motion Window

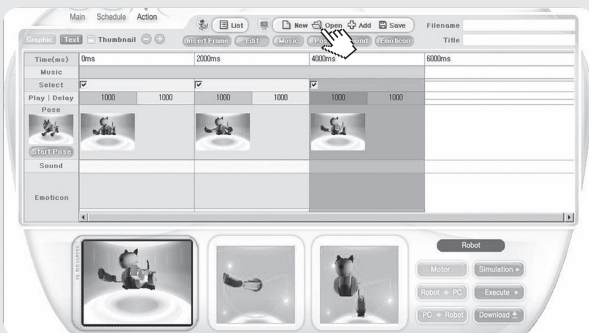⓯ Robot Interaction Menu

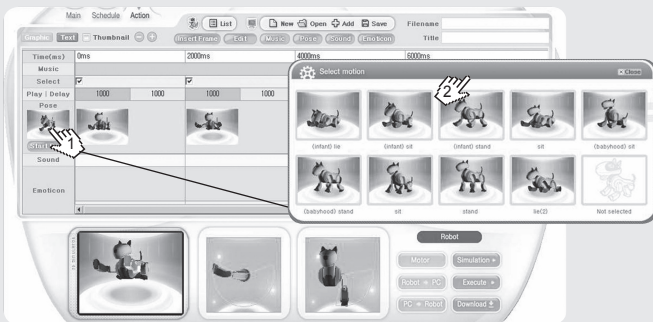⓰ Add Frame Button

⓱ Enter Default Pose Button

Action Making - 1. Start

Click the "New" button in Graphic Mode to start anew. Or, click "Open" to bring the action file that was being edited.

Action Making - 2. Default Pose Setting

1. Click the Start Pose button.
2. Select and click a default pose on the Select Pose window → Enter the selected pose.

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Action Making - 3. Edit Pose/ On Graphic Window

Select a frame to edit on the Edit Graphic Window ➡ 2. Select a joint to edit on
the 3D Simulator Window ➡ 3. Edit pose as desired on the right Edit window.

Leg

Edit Shoulder/
Forearm Window

Edit Upper Arm
Window

Head

Edit Panning
(Left / Right) Window

Edit Tilt
(Up/Down) Window

Add Pose
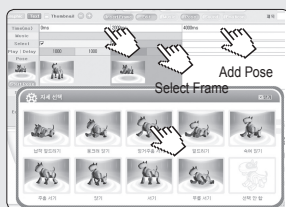
Select Frame

Tail

- Click the area to adjust on the Detailed Control window as the left picture shows. Move as
  the arrow shows.
- Editing will be reflected only when the item is selected on the Graphic Frame Window
- To add a frame, click the "Insert Frame" button.
- To add the defined default pose, select a frame and click the "Pose" button.

[Note] In the event of a big difference between previous-frame pose and the edited pose,
        motion may not be natural but awkward.

● Action Making - 3. Edit Pose / Read from the Robot

As long as the Control Manager is connected to the robot, the user can bring out the current pose and make a motion.
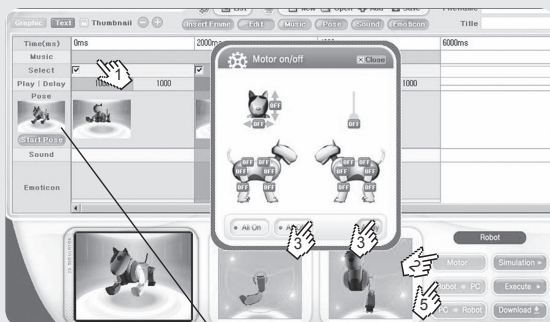
Reflect Current Pose

Make a desired pose by moving joints with hands.

❶ Click a frame to enter on the Edit Graphic window

❷ Click the 'Motor Control' button on bottom right to activate Motor On/Off window

❸ Click All Motor Off and Apply to cancel control of motor joints

❹ Move the robot's joints with hands to create a desired pose.

❺ Click the "Robot → PC" button and open the current pose to the Edit window.

❻ Click the "Pose" button to add a new frame.

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● Action Making - 4. Control Motion Speed

• Motion speed can be controlled using run time and wait time settings.
  The bigger either of the times, the slower the motion; the smaller, the faster.

• Minimum time unit for editing is 10 ms.

  [Note] If a setting is too small, the motor may not operate.

(1) Run Time

• Time for moving from the previous frame to the current frame.

• The longer this time, the slower the robot moves.

• If wait time is +, control run time by clicking Pose A and moving it left and right.

• If wait time is -, click Pose B and control run time.

(2) Wait Time

• Time for waiting after the current frame pose is complete until the next frame pose begins to move.

• If wait time is below zero, when the time remaining until the current frame is complete reaches the setting, it moves to the next frame pose.

• While wait time is +, click Pose B and move it left/right to control time. If moved left past A, the time will turn minus (–).

• While wait time is –, click Pose A and move it left/right. If moved right past B, the time will turn +.

time(ms)	Frame # 1		4000ms	Frame #2	6000ms	Frame #3	8000ms
music							
select			☑		☑		
play | delay	3000	1000		2000	-500	1500	500
Start Pose							
sound							
emoticon							

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● **Action Making - 5. Add/Delete Frame**

- Click the "Insert Frame" button to add a new frame.
- Click the 'Insert Frame' button while a frame is clicked. A new frame will be added next to the selected frame.
- If a new frame is added while no frame is selected, it will be added to the very end.
- The basic pose of a new frame is a default pose or pose of the previous frame.
- To delete a frame, choose a desired frame and click the 'Edit button' or press Delete key.
- Up to 1,000 frames can be added.

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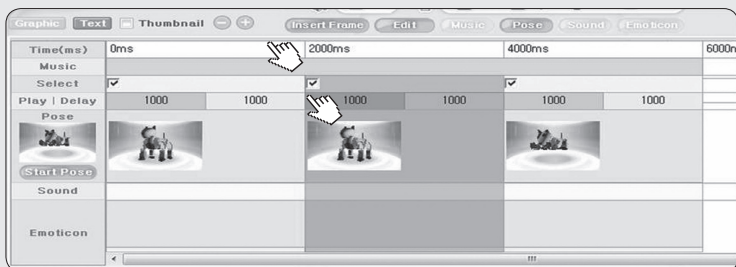
Action Making - 6. Add Sound and Emoticon

• Select a frame, click the "Sound" and "Emoticon" buttons, choose the desired item, then click "Choose" to add it.

• To delete a sound or emoticon registered in the frame, select a desired item and erase it, using the "Edit" button or Delete key.

[Note] When adding a sound or an emoticon, must be connected to the robot to use its built-in list of sounds and that of emoticons.

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Action Making - 7. Enlarge/Reduce of Motion Frame View
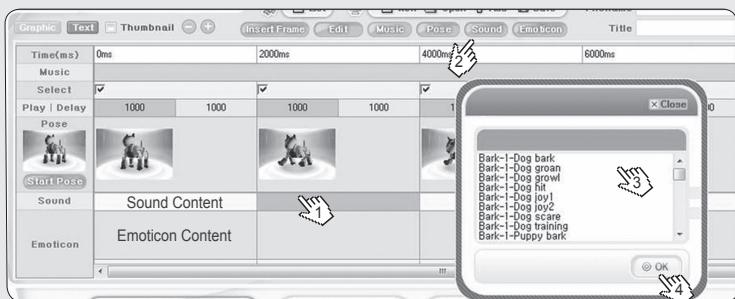
• For many frames, the user can adjust the size of the frame using
"Thumbnail," "Enlarge," "Reduce," "Scrollbar Control," etc.

Action Making - 8. Run Robot Interaction

User can run the pose or action being edited or download pose data from the robot by interacting with it during action editing.

[Note] Except for running simulation, must always be interacted with the robot.
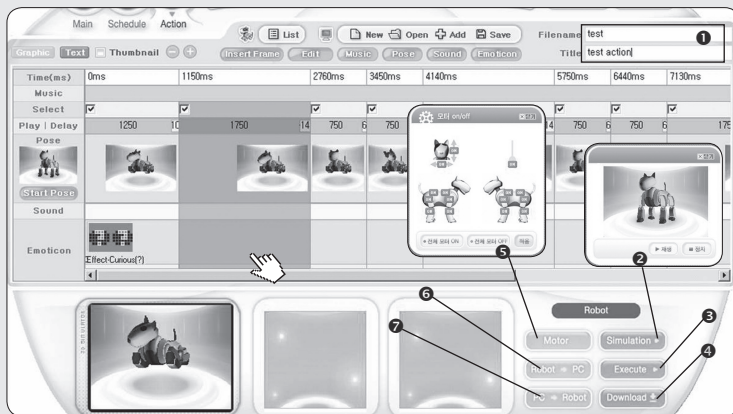
❶ File name and title to be applied when saving the robot.

❷ Can run the action being edited on 3D simulator.

❸ Run the action being edited on the robot.

❹ Save the action being edited to the robot.

❺ Can shut down or turn on motor power to each joint.

❻ Copy pose data according to the state of joints to the selected frame.

❼ Coney joint data in the selected frame to the robot and operate the robot.

● **Action Making - 9. PC Interaction Menu**

• During action editing, the user can save an action to PC or load a saved action to insert/add to the action frame being edited.
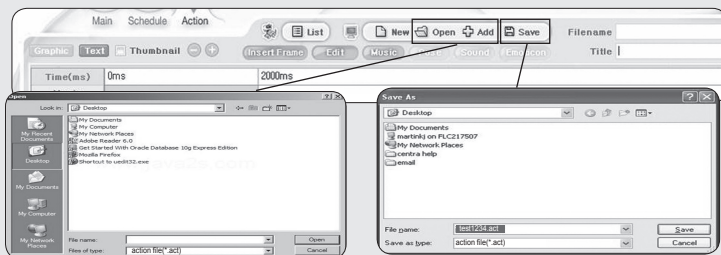
Open

Finish editing the present action and open an action file already saved to PC.
Start editing all actions anew.

save

Save the action currently being edited to PC.

Add

Insert action data saved to PC next to the frame chosen from the action currently being edited.

Appendix

List of the Genibo's Actions

No.	Title	Description
1	Pose - Lie flat	Lie flat and lift head slightly
2	Pose - Lie down	Lie flat and look straight.
3	Pose - Squat	Straighten shoulder slightly and look straight.
4	Pose - Sit with head down	Straighten shoulder a bit more and look straight.
5	Pose - Basic Sit	Straighten shoulder widely and look straight.
6	Pose - Stand and stoop	Bend leg about half and look down slightly standing.
7	Pose - Stand ground	Bend leg slightly and look down slightly standing.
8	Pose - Basic stand	Straighten shoulder widely and straighten leg up.
9	Random - Lie flat series1	Lift head up and move slowly, randomly.
10	Random - Squat series 1	Move head slowly, randomly.
11	Random - Sit with head down series 1	Move head randomly at normal speed
12	Random - Sit series 1	Move head randomly at random speed
13	Random - Stand and stoop series 1	Move head slowly, randomly
14	Random - Stand ground series1	Move head slowly, randomly
15	Random - Stand series 1	Move head randomly at different speeds
16	Basic - Lie and lift paw left 1	Lift left paw at normal speed.
17	Basic - Lie and lift paw left 2	Lift left paw slowly.
18	Basic - Lie and lift paw right 1	Lift right paw at normal speed
19	Basic - Lie and lift paw right 2	Lift right paw slowly.
20	Basic - Lie and lift butt	Lift butts slowly
21	Basic - Lie and lift shoulder1	Lift chest at once at normal speed and back to normal position.
22	Basic - Lie and lift shoulder2	Lift chest at two stages at normal speed and back to normal.
23	Basic - Lie and lift shoulder3	Lift chest at once slowly.
24	Basic - Lie and lift shoulder4	Lift chest at two stages slowly.
25	Basic - Lie and head left/right	Express refusal to switch to voice recognition mode. Move head left/right fast and short 2-3 times
26	Basic - Lie and head left/right	Express failure to recognize a voice. Turn head left slightly, then down, and pause.
27	Basic - Lie and head down	Rock head up and down at normal speed, then hang down
28	Basic - Lie and head up/down	Express acceptance to switch to voice recognition. Move head down and up fast and short 2-3 times
19	Basic - Sit still	Sit down
30	Basic - Sit and lift left paw1	Lift left paw slightly fast then put down
31	Basic - Sit and lift left paw2	Lift left paw slightly fast and shake shortly

List of the Genibo's Actions

No.	Title	Description
32	Basic - Sit and lift left paw3	Lift left paw high fast and shake shortly
33	Basic - Sit and lift left paw4	Lift left paw slightly at normal speed and put down.
34	Basic - Sit and lift right paw1	Lift right paw slightly fast and put down.
35	Basic - Sit and lift right paw2	Lift right paw slightly fast and shake shortly.
36	Basic - Sit and lift right paw3	Lift right paw high fast and sake shortly.
37	Basic - Sit and lift right paw4	Lift right paw slightly at normal speed and put down.
38	Basic - Sit and shoulder down1	Bend upper body to left fast.
39	Basic - Sit and shoulder down2	Bend upper body to right fast.
40	Basic - Sit and shoulder down3	Bend upper body forward fast.
41	Basic - Sit and shoulder down4	Bend upper body to left at normal speed.
42	Basic - Sit up and look1	Stand and look A
43	Basic - Sit up and look2	Stand and look B
44	Basic - Sit and try standing1	Try standing while sitting motion 1
45	Basic - Sit and try standing2	Try standing while sitting motion 2
46	Basic - Sit, head left/right 1	Express refusal to switch to voice recognition. Head left and right fast and short 2-3times
47	Basic - Sit, head left/right 2	Express failure to recognize a voice. Turn head left slightly, then down, and pause.
48	Basic - Sit and head left	Turn head left
49	Basic - Sit and head right	Turn head right
50	Basic - Sit and head down1	Bow head
51	Basic - Sit and head down2	Move head up and down with upper body bent slightly at normal speed
52	Basic - Sit and head up/down1	Express acceptance to switch to voice recognition. Head up and down fast and short 2-3times
53	Basic - Sit and head up/down2	Nod head
54	Basic - Sit and head up/down3	Rock head
55	Basic - Sit and head up/down4	Express acceptance to switch to voice recognition. Head up and down fast and short 2-3times
56	Basic - Sit and lift head1	Lift head
57	Basic - Sit and lift head2	Look up at sky
58	Basic - Stand on knees	Lie flat
59	Basic - Lift left paw on knees	Attract front left paw touch
60	Basic - Lift right paw on knees	Attract front right paw touch
61	Basic - Lift butts on knees 2	Attract touch on back 3, 4
62	Basic - Lift shoulder on knees	Attract touch on back 1, 2

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Appendix

List of the Genibo's Actions

No.	Title	Description
63	Basic - Tilt left on knees	Attract touch on right side
64	Basic - Tilt right on knees	Attract touch on left side
65	Basic - Head left on knees	Turn head left
66	Basic - Head right on knees	Turn head right
67	Basic - Head down on knees	Bow head
68	Basic - Stand	Stand
69	Basic - Stand & Shake Head1	Express refusal to switch to voice recognition. Head left and right fast and short 2-3 times...
70	Basic - Stand & Shake Head2	Express refusal to switch to voice recognition. Head left and right fast and short 2-3 times...
71	Basic - Stand, Turn Head Left	Turn head left
72	Basic - Stand, Turn Head Right	Turn head right
73	Basic - Stand and head down1	
74	Basic - Stand and head up/down1	Express acceptance to switch to voice recognition. Head up and down fast and short 2-3times...
75	Basic - Stand and lift head	Lift head
76	Basic - Stand and try walk 5	Try walking with left paw up fast once/twice, and give up.
77	Basic - Stand and try walk 6	Try walking with right paw up fast once/twice, and give up.
78	Hungry - Lie flat and hungry 1	Try getting up slowly, then lie back flat.
79	Hungry - Lie flat and hungry 2	Try getting up slowly a few times, then lie back flat.
80	Hungry - Lie flat and hungry 3	Hesitate, hang around at normal speed, then give up and lie flat
81	Hungry - Sitting Hungry 1	Hesitate, hang around twice or 3 times, then give up and sit
82	Hungry - Sitting Hungry 2	Hesitate, hang around at normal speed twice or 3 times, then give up and sit
83	Hungry - Sitting Hungry 3	
84	Hungry - Standing Hungry 1	Look around, hang about at normal speed, and back to normal..
85	Hungry - Standing Hungry 2	
86	Hungry - Standing Hungry 3	
87	Happy - Lie flat and touch chin 2	Random motions from 3~4 responses to action task
88	Happy - Lie flat and butt 1	Shake butt at normal speed (sometimes fast), and back to normal
89	Happy - Lie flat and butt 2	Shake butt a bit faster and back to normal
90	Happy - Sit and touch chin 3	Random motions from 3~4 responses to action task
91	Happy - Sitting Sleepy1	Start getting sleepy by patting motion
92	Happy - Sitting Sleepy2	End being sleepy by patting motion
93	Happy - Sit and side touch1	Sit, lift head, shake shortly left, right, up, down, act cute, or bark shortly

List of the Genibo's Actions

No.	Title	Description
94	Happy - Sit and side touch2	Sit, tilt head left, act cute, or bark shortly
95	Happy - Sitting Bored1	Start getting bored by patting motion
96	Happy - Sitting Bored2	End being bored by patting motion
97	Happy - Sit and play tricks1	
98	Happy - Sit and play tricks2	
99	Happy - Sit and act cute1	Shake shoulder slightly at normal speed and act cute
100	Happy - Sit and act cute2	Shake arms at normal speed and act cute
101	Happy - Sit and make fuss1	Make a fuss
102	Happy - Sit and make fuss2	Make a fuss
103	Happy - Sit & touch back1	Bend down upper body slightly and lift head up and nod slightly to left
104	Happy - Sit & touch back2	Bend down upper body slightly and lift head up and nod slightly to right
105	Happy - Sit & touch back3	Bend down upper body slightly and twist head slightly, nod, and shake butt slightly
106	Happy - Sit & touch back4	Move butts up and down, move head left, right, up, down
107	Happy - Sitting Happy1	Start being happy by patting motion
108	Happy - Sitting Happy3	End being happy by patting motion
109	Happy - Sleepy on knees1	Start getting sleepy by patting motion
110	Happy - Sleepy on knees2	End being sleepy by patting motion
111	Happy - Happy on knees1	Start being happy by patting motion
112	Happy - Happy on knees3	End being happy by patting motion
113	Happy - Stand and touch chin2	Random motions from 3~4 responses to action task
114	Happy - Stand and touch chin3	Random motions from 3~4 responses to action task
115	Happy - Stand and play tricks3	Very difficult
116	Happy - Stand and play tricks4	Most difficult
117	Happy - Stand and butt 1	Shake butts
118	Happy - Stand and butt 2	Butts up and down
119	Happy - Stand and act cute6	Shake body slightly and act cute.
120	Happy - Stand and act cute7	Shake body a lot and act cute
121	Happy - Stand and act cute9	Act Cute
122	Happy - Stand and act cute10	Act Cute
123	Happy - Stand sleepy 1	Start getting sleepy by patting motion
124	Happy - Stand sleepy 2	End being sleepy by patting motion

List of the Genibo's Actions

No.	Title	Description
125	Happy - Stand happy 1	Start being happy by patting motion
126	Happy - Stand happy 2	Start being pleased by patting motion
127	Sad - Lie Depressed1	Lower Head Slowly.
128	Sad - Lie Depressed2	
129	Sad - Sit and Sob1	Sob
130	Sad - Sit and Sob2	Sob
131	Sad - Sit and side touch depressed1	Lift head slowly to left, showing depressed
132	Sad - Sit and side touch depressed2	Lift head slowly to right, showing depressed
133	Sad - Sit and side touch depressed3	Lift upper body slowly, lift head to right, nod, showing depressed
134	Sad - Sit depressed1	Bend upper body slowly, move head up/down
135	Sad - Sit depressed2	
136	Sad - Sit depressed3	Bend upper body fast, move head up/down
137	Sad - Sit & touch back Depressed1	Lift head and peep left/right
138	Sad - Sit & touch back Depressed2	Lift chest slightly, turn head left once, back to normal
139	Sad - Sit & touch back Depressed3	Lift chest slightly, turn head right once, back to normal
140	Sad - Sad on knees1	Start being sad by beating motion
141	Sad - Sad on knees2	End being sad by beating motion
142	Sad - Stand Sob1	Sob
143	Sad - Stand Sob2	Sob
144	Sad - Stand Depressed1	
145	Sad - Stand Depressed2	
146	Sad - Stand sad1	Start being sad by beating motion
147	Sad - Stand sad2	End being sad by beating motion
148	Angry - Lie angry1	
149	Angry - Lie and bark1	
150	Angry - Lie and head beat	Bow head slightly, shake left/right
151	Angry - Sitting Angry1	Look left/right, rock shoulder violently, showing angry
152	Angry - Sitting Angry3	Look left/right, rock shoulder violently, fast, showing angry
153	Angry - Sitting Angry5	Angry at hitting motion
154	Angry - Sitting Angry7	End being angry at hitting motion
155	Angry - Sit & Bark1	Look straight ahead slowly, shake head up/down shortly

Appendix

List of the Genibo's Actions

No.	Title	Description
156	Angry - Sit & Bark3	Look left/right at normal speed and bark 2-3 times
157	Angry - Sit & Bark5	Look left/right at normal speed and bark 2-3 times
158	Angry - Sit & Bark7	Bark
159	Angry - Sit & Growl1	
160	Angry - Sit & Growl4	
161	Angry - Sit & Growl6	growl
162	Angry - Sit and Howl1	Howl
163	Angry - Sit and hit side1	Lift head as high as possible, look left/right, bark
164	Angry - Sit and hit side4	Bend upper body, keep head left, bark → Little scary
165	Angry - Sit and hit side5	Bend upper body, keep head right, bark → Little scary
166	Angry - Sit and hit side6	Lift butt slightly, bend upper body, move head and body left/right, growl
167	Angry - Sit Low & Bark1	Bow head and bark
168	Angry - Sit Low & Bark2	Bow head and bark
169	Angry - Sit and hit floor	Hit floor
170	Angry - Sit and head beat	
171	Angry - Sit and hit back 1	Bend upper body and head, shake head left/right shortly
172	Angry - Angry on knees1	Angry at hitting motion
173	Angry - Angry on knees3	End being angry at hitting motion
174	Angry - Bark on knees2	Bark
175	Angry - Bark on knees4	Bow head and bark
176	Angry - Growl on knees 2	growl
177	Angry - Standing Angry2	Move body back and forth, lift and put down paw, bark, showing angry
178	Angry - Standing Angry4	Move body back and forth, lift and put down paw, bark, showing angry
179	Angry - Standing Angry5	Angry at hitting motion
180	Angry - Standing Angry7	End being angry at hitting motion
181	Angry - Stand and bark1	Bark looking straight ahead.
182	Angry - Stand and bark2	Try barking looking left/right
183	Angry - Stand and bark2 3	Bark looking straight ahead.
184	Angry - Stand and bark2 4	Try barking looking left/right
185	Angry - Stand and bark2 6	Bark
186	Angry - Stand growl3	

List of the Genibo's Actions

No.	Title	Description
187	Angry - Stand growl4	
188	Angry - Stand growl7	Growl
189	Angry - Stand Howl	Howl
190	Angry - Stand, head down, bark2	Bow head and bark
191	Angry - Stand and head beat	
192	Angry - Stand and attack 2	Attack
193	Surprised - Lie scared1	
194	Surprised - Lie scared3	
195	Surprised - Sit confused1	Hit → pat, confused motion
196	Surprised - Sit confused2	Hit → pat, confused motion
197	Surprised - Sit confused4	Pat → hit, confused motion
198	Surprised - Sit confused5	Pat → hit, confused motion
199	Surprised - Sit surprised by touch1	Bend down upper body slightly and hang head back fast and to left
200	Surprised - Sit surprised by touch3	Bend down upper body slightly and hang head back fast up/down
201	Surprised - Sit surprised by touch4	Turn head left fast, shake slightly, bark once
202	Surprised - Sit scared1	Look left/right slowly, repeat getting up but sitting back down
203	Surprised - Sit scared3	Look left/right at normal speed, repeat getting up but sitting back down
204	Surprised - Sit scared6	Look left/right fast, repeat getting up but sitting back down
205	Surprised - Sit surprised1	Surprised by hitting motion
206	Surprised - Sit surprised5	End being surprised by hitting motion
207	Surprised - Sit sweating	Sweating
208	Surprised - Sit alert1	Be alert
209	Surprised - Sit alert2	Be alert
210	Surprised - Confused on knees1	Hit → pat, confused motion
211	Surprised - Confused on knees2	Hit → When patted, confused motion
212	Surprised - Confused on knees5	Pat → hit, confused motion
213	Surprised - Confused on knees6	Pat → hit, confused motion
214	Surprised - Tremble on knees	Tremble
215	Surprised - Surprised on knees1	Start getting surprised by hitting motion
216	Surprised - Surprised on knees5	End being surprised by hitting motion
217	Surprised - Stconfused1	Hit → When patted, confused motion

List of the Genibo's Actions

No.	Title	Description
218	Surprised - Stconfused2	Hit → When patted, confused motion
219	Surprised - Stconfused4	Pat → hit, confused motion
220	Surprised - Stconfused5	Pat → hit, confused motion
221	Surprised - Stscared1	
222	Surprised - Stscared3	Look around, hesitate at normal speed, back to basic pose...
223	Surprised - Stscared5	
224	Surprised - Stand and tremble	Tremble
225	Surprised - Stsurprised1	Surprised
226	Surprised - Stsurprised3	Surprised
227	Surprised - Stsurprised4	Start getting surprised by hitting motion
228	Surprised - Stsurprised8	End being surprised by hitting motion
229	Trick - Sit and trick7	
230	Trick - Sit and trick8	
231	Trick - Sit and trick9	
232	Trick - Sit and trick10	
233	Trick - Sit and trick11	
234	Trick - Sit and trick12	
235	Emotion - Lie down and be careful	Turn over and lie down careful
236	Emotion - Lie down and sleep	Turn over and Sleep
237	Emotion - Lie down and and bark	Turn over and bark
238	Emotion - Lie down and growl	Turn over and growl
239	Emotion - Lie down happy	Turn over and look happy
240	Emotion - Lie down and return on back	Turn over and get up (back)
241	Emotion - Lie and bow2	Try getting up slowly, then lie flat with legs stretched
242	Emotion - Lie and tremble1	Tremble body and limb at basic pose 2~5 seconds and stop
243	Emotion - Lie and stretch out	
244	Emotion - Lie Eat food1	Head down, move slowly a few times
245	Emotion - Lie and pee (male)	Stand up slowly, lift a paw, showing it's peeing
246	Emotion - Lie and pee (female) 1	Stand up slowly, pee, and lie back flat
247	Emotion - Lie and pooh	
248	Emotion - Lie and shake paws	

Appendix

● List of the Genibo's Actions

No.	Title	Description
249	Emotion - Sit and tilt head1	Bow head down and tilt head left
250	Emotion - Sit and tilt head2	Tilt head
251	Emotion - Sit and tilt head4	Bow head down and tilt head left
252	Emotion - Sit and decide 1	Make decisions
253	Emotion - Sit and scratch-ear	Stroke ear
254	Emotion - Sit and scratch-body	Scratch body
255	Emotion - Sit and scratch-side	Stroke left side
256	Emotion - Sit and scratch-side	Stroke right side
257	Emotion - Sit and scratch-chin	Scratch chin
258	Emotion - Sit and bow1	Try getting up, stretch both paws sideways, lie flat, nod a few times, and die.
259	Emotion - Sit and and stretch out1	
260	Emotion - Sit and and stretch out2	
261	Emotion - Sit and look around3	Look around
262	Emotion - Sit and dig	Dig ground
263	Emotion - Sit and tremble1	Tremble
264	Emotion - Sit and paws up1	Both paws up
265	Emotion - Sit and shake body2	Shake body while sitting
266	Emotion - Sit and rock body	rock body
267	Emotion - Sit and What?1	What?A
268	Emotion - Sit and-What is it?	What is it
269	Emotion - Sit and lift paw and bark	Front paw up, stand, bark
270	Emotion - Sit and Eat food2	Bend upper body at normal speed, head down, shake head down/up shortly
271	Emotion - Sit and eat food3	Bend upper body fast, head down, shake head down/up shortly
272	Emotion - Sit and stroke belly1	Stroke belly
273	Emotion - Sit and flex muscles	Flex muscles
274	Emotion - Sit up, hey 1	When called, hey~~
275	Emotion - Sit and pee (male) 2	Male pee, Sit up and pee, finish sitting
276	Emotion - Sit and pee (female) 2	Female pee, Sit up and pee, finish sitting
277	Emotion - Sit and pooh 2	Pooh, sit up and pooh, finish
278	Emotion - Sit and respond to noise	Response to noise motion
279	Emotion - Sit and greet with paw up	Sit up and wave paws, greet (5 seconds) and back to normal

Appendix

List of the Genibo's Actions

No.	Title	Description
280	Emotion - Sit and paws up1	Wave paws when voice fails
281	Emotion - Sit and paws up 3	Paws up (as if being punished)
282	Emotion - Sit and paws up 5	Paws high up (as if being punished)
283	Emotion - Sit and bow, shake head	Bow and shake head
284	Emotion - Sit and No!1	No, no~~!
285	Emotion - Sit and shake paws 3	
286	Emotion - Sit up, shake paw	Stand and stop shaking paws
287	Emotion - Sit and stop shaking	Sit up and stop shaking paws
288	Emotion - Sit and shake paw	Sit and shake paw
289	Emotion - Sit and greet-salute	Salute
290	Emotion - Sit and greet-hi2	Greetings
291	Emotion - Sit and greet-bow	Greetings
292	Emotion - Sit and greet-bro~	Greetings
293	Emotion - Sit and and shake head	Shake head slowly
294	Emotion - Sit and doze off	Doze off
295	Emotion - Sit & Bark	Bark
296	Emotion - Sit and cover camera1	Response to covering camera 1
297	Emotion - Scratch belly on knees 1	On move to 'Happy on belly when stroking' motion 1
298	Emotion - Scratch belly on knees 3	
299	Emotion - Tilt head on knees	Tilt head
300	Emotion - Stretch on knees 1	Stretch
301	Emotion - Look around on knees	Look around
302	Emotion - Rock head on knees	Rock head
303	Emotion - Nod head on knees	Nod head
304	Emotion - Shake head on knees1	Attract touch on head
305	Emotion - Shake head on knees2	Attract touch on chin
306	Emotion - Warm up on knees	Warm up
307	Emotion - Stand on paws on knees5	Succeed in lying flat and standing on paws2
308	Emotion - Hit floor on knees1	Hit sole of front paw
309	Emotion - Hit floor on knees2	Hit sole of front paw
310	Emotion - Hit floor on knees3	Hit sole of front paw

Appendix

List of the Genibo's Actions

No.	Title	Description
311	Emotion - Eat food on knees	Eat food
312	Emotion - Respond to noise on knees	Response to noise motion
313	Emotion - Shake on knees	Shake head on knees
314	Emotion - Curl up on knees	Curl up
315	Emotion - Wake up on knees	Wake up
316	Emotion - Sleep on knees	Sleep
317	Emotion - Touch left paw on knees	Touch front paw-left
318	Emotion - Touch right paw on knees	Touch front paw-
319	Emotion - Play dead on knees	Play dead
320	Emotion - Bark on knees	Bark
321	Emotion - Cover on knees 1	Response to covering camera 1
322	Emotion - Paw air on knees 1	Pawing the air
323	Emotion - Stand and slant on knees 1	Bow head down and tilt head left
324	Emotion - Stand and slant on knees 4	Bow head down and tilt head left
325	Emotion - Stand and bow1	Shake legs and then stop
326	Emotion - Stand and stretch 2	
327	Emotion - Stand and bend legs	Bend and stretch legs
328	Emotion - Stand and look around	Look around
329	Emotion - Stand and turn over	Turn over and lie
330	Emotion - Stand dig	Dig ground
331	Emotion - Stand and rock head	Rock head
332	Emotion - Stand and nod head	Nod head
333	Emotion - Stand and shake body2	Shake off water while standing
334	Emotion - Stand and rock body	Rock body
335	Emotion - Stand Eat food1	
336	Emotion - Stand tremble1	Shake body and limb at basic pose for 2-5 seconds and stop
337	Emotion - Stand and pee (male) 2	
338	Emotion - Stand and pee (female) 2	
339	Emotion - Stand and pooh 1	
340	Emotion - Stand and respond to noise	Response to noise motion
341	Emotion - Stand and bow, shake head	Bow and shake head

List of the Genibo's Actions

No.	Title	Description
342	Emotion - Stand and shake paws 2	Random motions from 3~4 responses to action task
343	Emotion - Stand and shake front paw	Shake front paw
344	Emotion - Stand and shake head	Shake head slowly
345	Emotion - Stand and doze off	Doze off
346	Emotion - Stand and hesitate1	Look around, hesitate, hang about slowly, and back to normal...
347	Emotion - Stand and bark	Bark
348	Emotion - Stand and cover camera 1	Response to covering camera with hand 1
349	Emotion - Stand and sniff	Sniff
350	Exercise - Sit and national exercise 2	National exercise
351	Exercise - Sit and play boxing 1	Boxing
352	Exercise - Sit and dumbbell right paw 2	
353	Exercise - Sit and dumbbell left paw 1	
354	Exercise - Sit and Taegwondo 1	Tawgwondo
355	Exercise - Sit and and push up2	
356	Exercise - Stretch on knees	Stretch body
357	Exercise - Yoga on knees 1	Yoga
358	Exercise - Stand and aerobic1	Aerobic
359	Exercise - Stand and dumbbell right paw 2	
360	Exercise - Stand and dumbbell left paw 2	
361	Exercise - Stand and push up2	
362	Exercise - Stand and push up3	Push up head
363	Turn - Lie and turn left	
364	Turn - Lie and turn right	
365	Turn - Sit and turn left2	
366	Turn - Sit and turn right2	
367	Turn - Stand and turn left	Turn left
368	Turn - Stand and turn right	Turn right
369	Crawl - Gear forward low speed	Crawl low speed _forward, distance 30cm
370	Crawl - Gear forward medium speed	Crawl medium speed _forward, distance 30cm
371	Crawl - Gear forward high speed	Crawl high speed _forward, distance 30cm
372	Crawl - Gear back low speed	Crawl low speed _back, distance 30cm

List of the Genibo's Actions

No.	Title	Description
373	Crawl - Gear back medium speed	Crawl medium speed _back, distance 30cm
374	Crawl - Gear back high speed	Crawl high speed _back, distance 30cm
375	Walk - Stand and crab-walk left1	Crab walk
376	Walk - Stand and crab-walk right 1	Crab walk
377	Walk - Stand back one step1	Head straight
378	Walk - Stand back one step2	Head up
379	Walk - Stand one step1	Head straight
380	Walk - Stand one step2	Head up
381	Walk - Stand one step fast1	Head straight
382	Walk - Stand one step fast2	Head up
383	Dance - Sit and emo-dance1	Emotional motion
384	Dance - Sit and emo-dance2	Emotional motion
385	Dance - Sit and emo-dance3	Emotional motion
386	Dance - Sit and emo-dance4	Emotional motion
387	Dance - Sit and play tale1	Fairy tale
388	Dance - Sit and play tale2	Fairy tale
389	Dance - Lovely dance1	Lovely dance motion
390	Dance - Lovely dance2	Lovely dance motion
391	Dance - Lovely dance3	Lovely dance motion

Appendix

List of the Genibo's Emoticons

No.	Title
1	Emotion - Close Eyes
2	Emotion - Small Eyes
3	Emotion - Normal eyes
4	Emotion - Slightly hungry
5	Emotion - hungry
6	Emotion - Very hungry
7	Emotion - Full
8	Emotion - Happy
9	Emotion - Slightly Happy
10	Emotion - Very Happy
11	Emotion - Sad
12	Emotion - Slightly Angry
13	Emotion - Angry
14	Emotion - Very Angry
15	Emotion - Frightened
16	Emotion - Extremely Frightened
17	Emotion - Cross eyes
18	Emotion - Squint
19	Emotion - Laugh
20	Emotion - Angry
21	Emotion - Sad
22	Emotion - Sad2
23	Emotion - Look up
24	Emotion - Basic Sleep
25	Emotion - Cross eyes
26	Emotion - Blink eyes
27	Emotion - Teary
28	Emotion - Surprised
29	Emotion - Look around
30	Emotion - Sleepy
31	Emotion - Wink

No.	Title
32	Emotion - Blink eyes-red
33	Emotion - Blink eyes-purple
34	Emotion - Look around-red
35	Emotion - Look around-purple
36	Digit - 0
37	Digit - 1
38	Digit - 2
39	Digit - 3
40	Digit - 4
41	Digit - 5
42	Digit - 6
43	Digit - 7
44	Digit - 8
45	Digit - 9
46	Effect - All Lit-Red
47	Effect - All Lit-Blue
48	Effect - All Lit-Purple
49	Effect - All lights out
50	Effect - Fulfilling order
51	Effect - Pee_Pooh
52	Effect - Charging
53	Effect - Charge complete
54	Effect - PC Connection
55	Effect - E-Red
56	Effect - E-Blue
57	Effect - E-Purple
58	Effect - Korean Flag
59	Effect - Bone
60	Effect - ZSleep
61	Effect - Confused
62	Effect - Curious(?)

Appendix

List of the Genibo's Emoticons

No.	Title
63	Effect - Loading1
64	Effect - Loading2
65	Effect - Loading3
66	Effect - Low Battery
67	Effect - Charging

No.	Title
68	Effect - Bite Ball
69	Effect - Run
70	Effect - Confused
71	Effect - Dribble-Blue
72	Effect - Dribble-Red

List of the Genibo's Sounds

No.	Title
1	Effect - 1 - Remote input
2	Effect - 1 - Footprint1
3	Effect - 1 - Footprint2
4	Effect - 1 - Footprint3
5	Effect - 1 - Pakpakpakpak
6	Effect - 1 - Pyoak
7	Effect - 1 - Ddidding
8	Effect - 1 - Bbyok remote
9	Effect - 1 - Bbing bbing
10	Effect - 1 - Click
11	Effect - 1 - Click
12	Effect - 2 - Dongdongdaedaedong
13	Effect - 2 - Dongdongdangdong
14	Effect - 2 - Ringring
15	Effect - 2 - Deringdering
16	Effect - 2 - Ding dong dang
17	Effect - 2 - Pppyook
18	Effect - 2 - Low vol warn
19	Effect - 3 - Take photo sound
20	Effect - 3 - Chaimdingdong

No.	Title
21	Effect - 3 - Chaimdering
22	Effect - 6 - Low battery
23	Effect - 6 - Snore
24	Bark - 1 - Scare puppy
25	Bark - 1 - Hit puppy
26	Bark - 1 - Puppy act cute
27	Bark - 1 - Puppy bored
28	Bark - 1 - Puppy bark
29	Bark - 1 - Compliment
30	Bark - 1 - Training
31	Bark - 1 - Scare dog
32	Bark - 1 - Sweat dog
33	Bark - 1 - Hit dog
34	Bark - 1 - Dog act cute
35	Bark - 1 - Dog growl
36	Bark - 1 - Dog mark
37	Bark - 1 - Respond to compliment
38	Bark - 1 - Respond to training
39	Bark - 2 - Sweat puppy
40	Bark - 2 - Puppy smell

List of the Genibo's Sounds

No.	Title
41	Bark - 2 - Puppy hungry
42	Bark - 2 - Puppy growl
43	Bark - 2 - Puppy pleased
44	Bark - 2 - Puppy panting
45	Bark - 2 - Dog sniffing
46	Bark - 2 - Dog hungry
47	Bark - 2 - Dog bored
48	Bark - 2 - Dog panting
49	Bark - 2 - Dog angry
50	Bark - 3 - Dong happy
51	Bark - 4 - Puppy angry
52	Mode - 1 - Stop mode
53	Mode - 2 - PC Connection
54	Mode - 3 - Wait mode
55	Mode - 4 - Find ball mode
56	Mode - 4 - Power supply1
57	Mode - 4 - Start master recognition
58	Mode - 5 - Power supply2
59	Mode - 6 - Sleep mode
60	Mode - 6 - Sense fall
61	Mode - 6 - Auto mode2
62	Mode - 6 - Power off mode
63	Mode - 6 - Charger connect
64	Mode - 6 - Charging mode
65	Mode - 6 - Charging cancel mode
66	Mode - 7 - Auto mode1
67	Mode - 7 - Power supply3
68	Mode - 8 - Exercise mode
69	Mode - 8 - Power off 1
70	Mode - 8 - Power supply
71	Mode - 8 - Search around

No.	Title
72	Mode - 10 - Power off2
73	Mode - 10 - Power off3
74	Mode - 10 - Switch to rest mode
75	Mode - 11 - Sleep mode
76	Word - 2 - Want food
77	Word - 2 - Say that again
78	Word - 1 - Zero
79	Word - 1 - One
80	Word - 1 - Two
81	Word - 1 - Three
82	Word - 1 - Four
83	Word - 1 - Five
84	Word - 1 - Six
85	Word - 1 - Seven
86	Word - 1 - Eight
87	Word - 1 - Nine
88	Emo - 4 - Bad feelings
89	Emo - 4 - What? Curious
90	Emo - 4 - Master recognition frustrated
91	Emo - 5 - Change Mood
92	Emo - 5 - Change Mood
93	Emo - 5 - Change Mood
94	Emo - 6 - Start seeking attention
95	Emo - 6 - Very happy
96	Emo - 6 - Happy
97	Emo - 6 - Surprised, heart beat
98	Emo - 6 - Start looking for master
99	Emo - 6 - Happy with compliment
100	Emo - 6 - Very disappointed
101	Emo - 8 - Good feelings
102	Emo - 11 - Feeling slightly changed

※ Read and follow the following safety guidelines to help ensure your own personal safety and
protect your Genibo, its components and property from potential damage.

Instructions are divided into "WARNING" and "CAUTION," which can be defined as follows:
△ **WARNING : A WARNING indicates a potential for property damage, personal injury, or death.**
△ **CAUTION : A CAUTION indicates either minor potential damage to the Genibo or other property,**
or important information that helps you make better use of your Genibo.

⚠ WARNING

- **Use only the supplied AC adapter or a separately available AC adapter designed specially for this product.**
  Use of another AC adapter may cause a fire, product damage, electric shock or explosion.

- **Do NOT connect the AC adapter to electronic transformers, such as international travel converters or adapters.**
  Otherwise overheating or damage may occur.

- **If you use an extension power cable with your AC adapter, ensure that the total ampere rating of the products plugged in to the extension power cable does not exceed the ampere rating of the extension cable.**
  Otherwise overheating may occur and cause a fire or electric shock related deaths and injuries.

- **Do NOT touch the AC adapter with wet hands.**
  May cause fire or electric shock.

- **Keep the power cords away from sharp edges, children and pets. Be sure that the power cords do not get bent and that nothing rests on your AC adapter's power cable and that the cable is not located where it can be tripped over or stepped on.**
  May cause fire, electric shock or potential hazard.

- **Whenever you use an AC adapter, examine the power cord, plug, enclosure and other parts for damages. NEVER use an AC adapter that shows signs of damage or excessive wear until properly replaced.**
  May cause fire, electric shock, product damage or potential hazard.

- **Place the AC adapter in a ventilated area, such as a desk top or on the floor, when you use it to charge the battery or the Genibo. Do NOT cover the AC adapter with papers or other items that will reduce cooling; also, do NOT use the AC adapter inside a carrying case.**

- **Insert the AC adapter firmly into the power outlet.**
  May cause a fire or an electric shock.

⚠ **WARNING**

• **Before you connect the AC adapter to an electrical outlet, check its voltage rating to ensure that the required voltage and frequency match the available power source.**
May cause fire or product damage.

• **Make sure you do NOT touch the pins of the plug while connecting or disconnecting the power cable to the electrical outlet.**
May cause fire or electric shock.

• **Do NOT use AC adapter or connect it to the Genibo during an electrical storm. Disconnect the AC adapter from electrical outlet during an electrical storm.**
May cause fire or potential hazard of electric shock.

• **Not intended for children under 8 years old.**

• **Do NOT use the Genibo near a child under 3 years old.**
May cause personal injury or product damage.

• **Do NOT attempt to disassemble, repair or modify the Genibo. Refer servicing to qualified personnel only. (Contact the service request & information at the back cover)**
May result in product failure. Your manufacturer's limited warranty will not be honored if you modify your Genibo.

• **Do NOT attach any electric conductors to the adapter connectors on the Genibo or the AC adapter.**
May cause fire or electric shock.

• **Do NOT expose the battery, AC adapter and the Genibo to temperatures above 49°C(120°F) or a heat source such as radiator, fireplace, stove, electric heater, direct sunlight, or a closed car.**
May result in battery performance degradation, product damage, explosion or fire.

• **Do NOT use the robot in the place which has risk of a fall from height such as tables, stairs or steps, or in locations where there is a danger of falling objects, vibrations, and where there is no firm support.**
May cause damage to the human body or product failure.

• **Do NOT poke the AC adapter connector of the Genibo with an electric conductors such as a scratch awl or a gimlet.**
May cause fire or electric shock.

⚠ **WARNING**

• **Do NOT insert a finger or any other foreign objects into the Genibo's joints or connections.**
May cause personal injury or product damage.

• **Do NOT sit on or step on the robot or place an object on it.**
May cause injury or product damage.

• **Do NOT spill water, liquids or sand on your Genibo or bathe the Genibo.**
May cause electric shock or product damage.

• **Do NOT use the Genibo in a wet environment, for example, near a bath tub, sink, or swimming pool or in a wet basement.**

• **When the Genibo is brought from a cold to a warm location, moisture may form on its surface and on the inside. In that case, turn the Genibo off if it is turned on and leave the Genibo in the new location more than an hour until the moisture has evaporated.**

• **Clean the Genibo only with a dry, soft cloth.**
Wet cloth may cause electric shock, personal injury or product damage. Hard and coarse cloth will damage the surface finish.

• **Contact to the service request & information when you want to replace the battery to a new one. The Genibo uses lithium ion battery which is recyclable. Discard a used battery according to the manufacturer's instructions or contact your local waste disposal agency for disposal instructions. Dispose of a spent or damaged battery promptly.**
Use only Dasarobot battery modules that are approved for use with the Genibo. Otherwise, fire or explosion may occur.

• **Clean the place where the Genibo moves around. Scattered wires, waste or other objects can interrupt the Genibo.**
May cause fire or product damage.

• **Keep the battery away from children.**

⚠ CAUTION

• **When you remove the Genibo from a box after unpackaging, put your hands under its abdomen, hold both flanks and an abdomen softly, and gently lift it off the box.**

• **When storing the Genibo in its original or another suitable box, place its internal packaging material and the Genibo to proper positions such as tail, necks, flanks and legs in order to protect the robot, especially the gear and motor parts, against external force and shocks.**

• **Never lift the Genibo by its tail, ears, legs or head. Always lift the Genibo by its body.**
May cause product damage.

• **When transporting or storing the Genibo for a while, turn off the main power switch.**
If main power switch is turned on, the battery will discharged more rapidly.

• **When the battery is not in use, it will be subject to natural discharge. Therefore charge the battery before you use the Genibo again.**

• **Do NOT subject the Genibo to shocks. And protect it from falls.**
May cause product damage or failure.

• **While the Genibo is in action, it may not recognize your touches or remote control signals. Touch or sending signals again after the Genibo finish what it wants to do.**

• **Do NOT use the Genibo on an uneven, inclined or slippery floor or in the place where obstacles or rubbish are scattered. Otherwise the robot may not move forward or may fall often.**

• **Do NOT expose the Genibo to a magnet, magnet fields or X-rays.**
Product damage or malfunction may occur.

• **USE the Genibo indoors. Do NOT use on the rough and hard surface such as concrete floor.**
May cause product damage

• **Never point the camera toward the sun. Otherwise the camera may be damaged.**

• **When transporting or storing the Genibo for a while, use the original packing material or another suitable ones to protect the robot, especially head, body, legs and tail, from any damages.**

• **Do not lubricate any of the joints or the other moving parts of the Genibo.**

1) Power does not turn on.

• Check if the main power switch on the Genibo's rear is on.

• The battery may be completely discharged. Use an adapter and charge the battery.

  [Tip] Before charging, must check if the main power switch on the rear is on.

2) Charging does not start.

• Check if the main power switch on the Genibo's rear is on.

  If the switch is not on, the battery will not be charged.

• Check if the adapter is properly plugged.

• Check the status of the Genibo's tail LED.

  (LED is red if being charged; turns blue if charging is complete.)

3) The Genibo does not move well but remains sitting or lying flat.

• The battery may be running low. Or the Genibo may have run out of energy or be in a bad mood. Check the power status and charge the battery.

• The Genibo may have switched to Sleep mode and be asleep. If not touched for some time, the Genibo will automatically turn off.

4) The Genibo does not walk well; collapses often; does not move well.

• The Genibo moves best on a flat, even floor, such as a wooden floor or floor covered with laminated paper.

• On a rubber floor with too much friction, or on a carpeted floor, the Genibo may not move naturally because of pressure on its joints.
  Long-term use in such environment may result in failure.

5) The Genibo's legs are limp.

• If left hanging up in the air too long, the Genibo may have limp legs. In this case place Genibo down on the floor and keep it balanced. The Genibo will then wake up.

• The Genibo's joints get loosened as power turns off if charged or asleep for too long.

6) The Genibo does not respond to the remote control.

• Check the battery status of the remote control.

• Check if there is an obstacle between the Genibo and remote control

7) The Genibo stopped and does not move even if (eye emoticon) LED is on.

• Check if the Genibo has enough battery power.

• Turn off the Genibo, then turn it back on. If the problem does not improve, contact the manufacturer.

Consumer Rights

All consumers have 'privileged rights' to receive free-of-charge service for six (6) months from the purchase date in case the product suffers a failure during use. However, in the event of failure arising due to a mistake on consumer's part or due to a natural disaster, any service related to the failure will be charged even during the free service period.

Liability for Paid Service (Customer Liable for Costs)

The service requested will be considered payable during the free service period in the event of the following:

1. Not product failure.

  • Any request for service that is not related to product failure will be chargeable. Please read your User Manual carefully. (If repair is impossible, it will be subject to special standards.)

2. Failure occurred due to a mistake on consumer's part.

  • Failure occurred due to abnormal power supply or a defect in the power supply device.
  • Failure occurred because foreign matter was allowed in or absorbed in the product.
  • Product damage or functional failure because the product was dropped or shocked.
  • The user arbitrarily disassembled the product, thereby losing or damaging a part/parts.
  • The exterior was damaged or deformed by an organic solvent, such as thinner or benzene.
  • Failure occurred because the user did not abide by 'Safety Precautions' in User Manual.
  • Failure occurred due to an external cause or a user's mistake, rather than a defect in the product.

3. Other reasons

  • Failure occurred due to natural disasters (lightening, fire, storm, floor, gas, sea wind, earthquake, etc.)
  • In the event that spare parts, such as a battery, are exchanged.

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Product Warranty

Product Description: Intelligent Pet Robot "Genibo"   Model Name: Genibo-QD

Date of Purchase: YY   MM   DD

Serial No.:

Customer Name: Telephone:

Address:

dASAROBOT

Retain this Warranty stating the date of purchase and provide it when asking for repair to receive satisfactory service.

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1. Quality Assurance of this product is hereby stated and thus warranted.

2. Warranty period will be calculated including the purchase date; ensure that the purchase date has been written down. (If the purchase date cannot be confirmed, the warranty period will be considered as beginning 6 months after the manufacturing date.)

3. This Warranty will never be re-issued; carefully retain it with User Manual.

Consumer Compensation Info.

Trouble Types		Compensation Details	
		Within Warranty Period	After Warranty Period
Performance, functional failure naturally occurred during normal use	Major repair required within ten days of purchase	Exchange or refund	
	Repair of important parts required within one month of purchase	Exchange	
	Major repair for exchanged product required within one month of exchange	Refund	
	If exchange is impossible		
	Product defect	Free-of-charge repair	
	Defect recurred (4th time) even after repair of the defect	Exchange or refund	Refund by adding 10% to the depreciated amount
	Failure of several parts recurred (5th time) after 4 times of repair		
	Irreparable		
	Irreparable because there is no spare part for repair		
	Serviceman lost the product that consumer provided for repair.		
	Damage caused during transportation or installation of the product		
Performance & functional Failure on purpose or user's mistake	Reparable		
	Irreparable because there is no spare part for re pair	Exchange after an amount equivalent of repair charge is paid.	
• Failure occurred due to natural disasters (fire, sea water, gas, earthquake, flood, storm) • Exchange of spare parts worn out naturally • Failure occurred due to abnormal power supply or defects in the supply device • Due to an external factor, rather than a defect in the product. • Failure occurred because the product was repaired or remodelled by someone other than a repairman of our company>s sale store or Customer Support Centre.		Paid repair	Paid repair

• For any problem or inconvenience during use of your product, please contact DASA ROBOT CUSTOMER SERVICE CENTER.
• Warranty Period is 6 months. (Except for spare parts, such as a battery.)

• Service Request and Information Customer Service Center:
 Telephone +82-32-329-5551 (ext. 112), 10:00-17:00 (except holidays)

DASAROBOT CO., LTD.,

11th floor, Bucheon Techno Park Bldg. 401, Yakdae-dong, Wonmi-gu, Bucheon-city, Gyunggi-do, Republic of Korea, 420-734

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